| BASE SKILLS | | K | KOPPARHAV | ETS | | | HEALTI | H GUARE |
|------------------|--------------------|-------------------|-------------|------------|---------|------------------------------------------------------|-------------------|----------------------------|
| AGILITY | 0 |] | JÄLT | ΔF | 3 | CAMPAIGN | | |
| CHARISMA | 0 | CHARACTER | | | | | 45 | 45 |
| ENDURANCE | 0 | NAME | | | PLAYER | | 44) | 44 |
| STRENGTH | 0 | CLASS | | | SPECIES | | 43 | 43 |
| WILLPOWER | 0 | DESCRIPTION | | | | | 41 | 41 |
| ADVENTURE SKIL | LS | J | | | | | 40 | 40 |
| CRAFTSMANSHIP | 0 | 7 | | | | | 39 | 39 |
| DECEPTION | 0 | BACKGROUND | | | | | 38 | 38 |
| ERUDITION | 0 | BIRTHPLACE | | | YEAR | Portrait/Coat of arms/Seal | 36 | |
| GAMES | 0 | SOCIAL STANDING | | | | | 35 | 36 35 34 |
| HUNTING | 0 | EVENTS | | | | | 34 | |
| INSIGHT | 0 | | | | | | 33 | 33 |
| INVESTIGATION | 0 | CONTACTS | | | | | 32 | 32 31 |
| JURISPRUDENCE | 0 | | | | | | 30 | 30 |
| LANGUAGE | \ | | | | | | / (29) | 29 |
| LEGENDS | \ | ORGANIZATIONS | | | | TRAITS | (28) | 28 |
| MAGIC | \ | | | | | | 27 26 | 27 |
| MEDICINE | 0 | LOCATIONS | | | | | 7 25 | <u>26</u> <u>25</u> |
| MERCANTILISM | \ | | | | | | \(\bar{24}\) | 24 |
| METEOROLOGY | 0 | | | | | | | 23 |
| MUSIC | 0 | LANGUAGES | | | | Activate to flip a ro | 22) | 22 21 |
| PERCEPTION | 0 | | | | | | 20 | 20 |
| REPUTE | 0 | ABILITIES | | I | EARNIN | G | | 19 |
| RIDING | 0 | SPECIES ABILITY | | | | 000 | (18) | 18 |
| SEAFARING | 0 | CLASS ABILITY | | | | 000 | 7 ₩ | 18 17 16 15 |
| SLEIGHT OF HAND | 0 | LEARNED ABILITIES | | | | 000 | $^{3}\times$ | 15) |
| STEALTH | 0 | | | | | 000 | \dashv | 14 |
| SURVIVAL | 0 | | | | | 000 | <u> </u> | 13 |
| TACTICS | 0 | | | | | 000 | ᆟ (발 | 1 12 |
| BATTLE SKILLS | | ARMOR | DAMAGE REDU | CTION | PROPE | Use experience crosses from skills to make skill rol | _ (, | 11 |
| ARCHERY | \rightarrow | | | | | 000 | ${}^{\backprime}$ | ا (9 |
| AXES | \ | | | | | 000 | _ | 8 7 |
| BRAWLING | \ | WEAPONS | DA | AMAGE | PROPE | Dice for initiative (pick the two highest roll: | _ | (7) |
| KNIVES | 0 | | | | | - | 6 5 | 6 |
| SHIELDS | \ | | | | | | 1 | 5 |
| SPEARS | | | | | | | 3 | (3) |
| SWORDS | | | | | | | 2 | 2 |
| THROWING WEAPONS | | | | | | | | |

| INVENTORY | | You m | ay carry weapons in y and a shoulder hag | our hands, items in your belt (e. vithout being Encumbered. If yo | g. a belt bag, or u carry items he | weapons and | d quivers han | ging from the belt), hered. |
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| MVENTORI | | 4,,,,, | , unu u snounuer bug i | Timour boning Encumberous if yo | | ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, | THE UTE LITERATE | · · |
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| DEBT RECOVERY M | ETHODS | | | | | | | |
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Your maximum Debt equals your proficiency in the skill Insight. Mark the boxes when you receive Debt. When your Debt exceeds your Insight, you are ripped from Athos's dimension.